DT
RACER
BFGoodrich
Tires
EVERYONE
E
CONTENT RATED BY
ESRB
XS
games

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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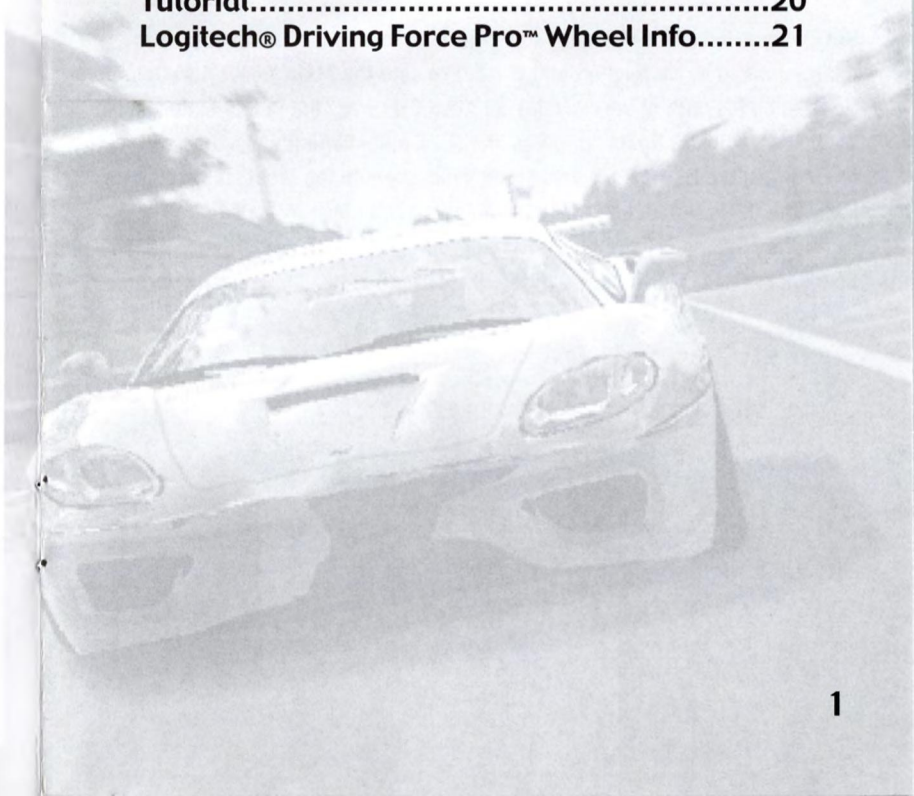
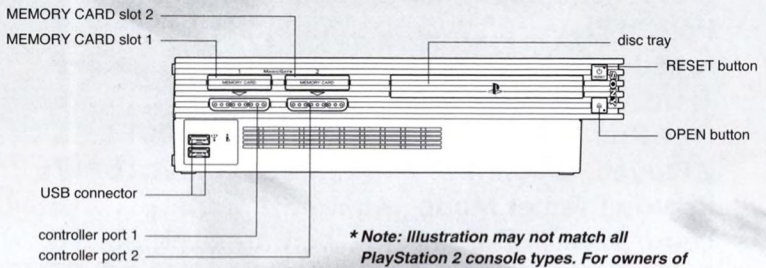


GETTING STARTED

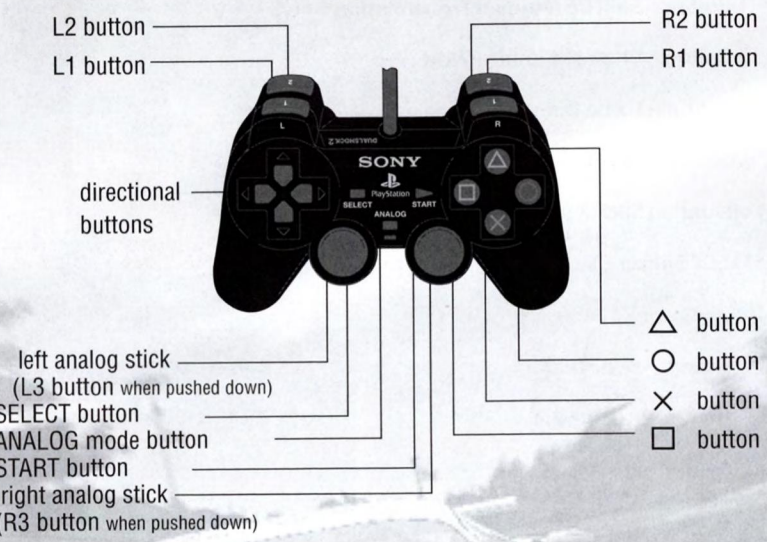


** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the DT Racer™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



About the Controller

DT Racer™ supports the DUALSHOCK®2 analog controller.

DUALSHOCK®2 analog controller Default Settings

L1 Button - Shift Down (Manual Transmission Only)

L2 Button - Check Rear View

R1 Button - Shift Up (Manual Transmission Only)

R2 Button - Change Camera View

L3 Button - Turbo Boost

Directional Buttons - Steer

Left Analog Stick - Steer

SELECT Button - Not used.

△ Button - Reverse

○ Button - Handbrake

✕ Button - Accelerate

□ Button - Brake

Right Analog Stick Up - Accelerate

Right Analog Stick Down - Brake

START Button - Pause

You may change vibration settings in the Options menu.
The directional pad and buttons used in the game are set to analog mode, so the strength used to press the buttons determine how hard you steer, accelerate, or brake.

DUALSHOCK®2 analog controller in menu mode

Button	Function
Directional button/Left Analog Stick	Move Cursor
○ Button/✕ Button	Select
△ Button/□ Button	Cancel
START Button	Skip

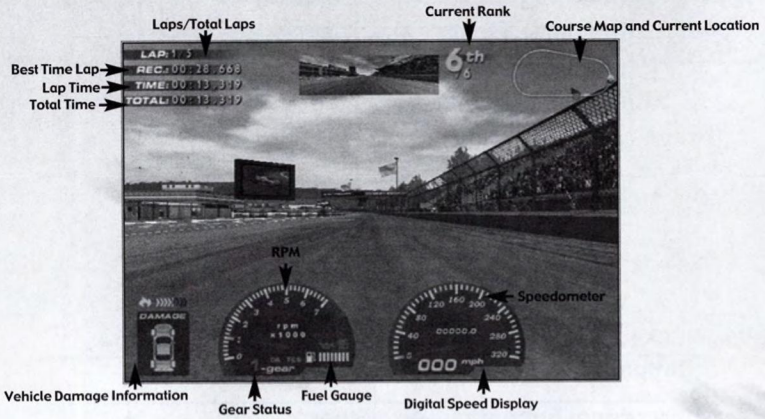
DUALSHOCK®2 analog controller in game

Button	Function
Directional Buttons/ Left Analog Stick	Steer
○ Button	Handbrake
△ Button	Reverse
✕ Button/Right Analog Stick Up	Accelerate
□ Button/Right Analog Stick Down	Brake
L1 Button	Shift Down (MT only)
L2 Button	Check Rear Mirror
R1 Button	Shift Up (MT only)
R2 Button	Change Camera View
L3 Button	Turbo Boost
START Button	Pause

* The above settings are default. You can change the controls in Options/Key configuration menu.

DT Racer™ game supports the Logitech® Driving Force™ Pro Wheel.

In car view



MAIN MENU

You can select from various game play modes available to you at the main menu. We recommend that you practice in Free Run mode before moving on to other modes.

Arcade Mode
Recommended for beginners, there are no handicaps placed on the vehicles.

Grand Prix Mode
Use the vehicles you purchased to participate in various races.

Time Attack Mode
Compete against the clock to improve your skills.

Free Run Mode
Enjoy driving in various cities.

2 Players Mode
2 players can race together using split screen.

Replay Theater
You can view saved/copied replays. You need sufficient free space on Memory card (8MB) (for PlayStation ® 2) to use this.

Load/Save
You can load or save the game data. You need a Memory card (8MB for PlayStation ® 2).

Options
You can change game difficulty, camera view, controls, sound, and various other settings.

How to Play
Before and after the race in each game mode, a race menu is displayed. The menu items differ according to game mode and play results.

Select Racing Car and Color
Use the DUALSHOCK®2 analog controller directional buttons or left analog stick to move the cursor and use the ○ or ✕ button to select the racing car and color. Use □ or △ button to cancel.

Select Transmission
You can select from AT (Automatic Transmission) or MT (Manual Transmission). Use the directional buttons to move the cursor and use the ○ button or ✕ button to select.

Select Crash Mode
If you select crash mode, damages to your vehicle caused by obstacles on the course, course walls, and competing vehicles may hinder your vehicle's performance.

Select Race Menu
This menu is displayed after the race in each mode. You can start a race or change your settings in this menu.

Pit-In
There is a pit zone where you can receive fuel and tires at the race start position. In grand prix mode, you can't finish a race with the given fuel, so you must fuel up at the pit zone. Just stop the car anywhere in the pit zone to start fueling up, if you want to change your tires, press the SELECT button.

ARCADE MODE

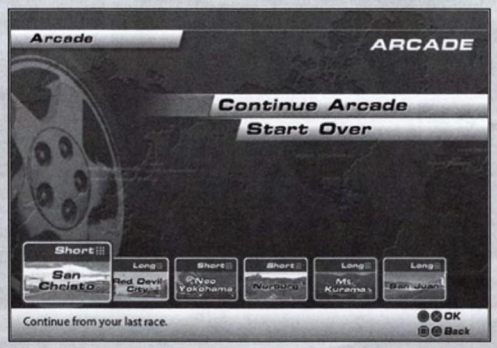
In arcade mode, each course has a minimum qualification rank that you must achieve to move on to the more challenging courses. You must compete with other vehicles (CPU) to achieve the qualifying rank, so the player must be able to handle the racing controls and techniques well.

* You can check the qualification rank in the course data.

Select Racing Car and Color
Use the DUALSHOCK®2 analog controller directional buttons or left analog stick to move the cursor and use the ○ button or ✕ button to select the racing car and color. Use □ button or △ button to cancel.

Select Transmission
You can select from AT (Automatic Transmission) or MT (Manual Transmission). Use the directional buttons to move the cursor and use the ○ button or ✕ button to select.

Select Crash Mode
If you select crash mode, damages to your vehicle caused by obstacles on the course, course walls, and competing vehicles may hinder your vehicle's performance.



Course Data
You can check the course name, street information, weather, and the course background image in this menu.

Race Menu
After the race is over, the player can select whether to continue racing or not from here.

Race Menu

Replay
View the replay of the race you just completed.

Retry
Play the current racing course again.

Save Replay
Save replay data of completed race.

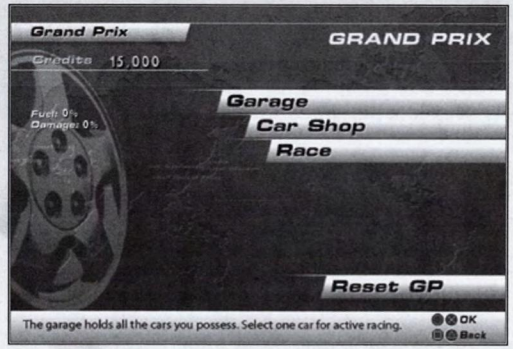
Save
Save data of completed races.

Next
Go to next course.

Exit
Quit all races and go back to main menu.

Car Repair
After the race is over, the player can check for damage to the vehicle and repair the car before moving on to the next stage.

Grand Prix Mode



In Grand Prix mode, the player becomes a racer to participate in various grand prix to compete with other racers.

Grand Prix Mode Main Screen
Garage: All cars purchased by the player are stored here.
Car Shop: You can purchase cars here.
Race: Start the race.
Reset: Go back to default settings.
Credits: You are given 15,000 points to start with. The credit is used to purchase racing car and repair cars. You can earn more credits by winning the races.

Select Racing Car and Color
In Grand Prix mode, you need to purchase the car you wish to use in the car shop before participating in a race.

GP Schedule
You must pay a certain fee to participate in a grand prix depending on the credits you have. Once you have decided to participate in a grand prix, you must follow the grand prix schedule.

Car Setting
You can tune your car to better suit the course. Use the DUALSHOCK®2 analog controller directional buttons or left analog stick to adjust the settings.

Car Setting Menu
Fuel: It's important to maintain appropriate level of fuel for each race distance. Unlike the other parts, the player must pay credits for fuel.

Tire: Choose the tire depending on the car performance and surface type.

Downforce: The force created by the vehicle's body shape and spoiler.

* If your vehicle's max speed and acceleration is high or the race is mostly comprised of straight roads, downforce should be set to high for maximum performance.

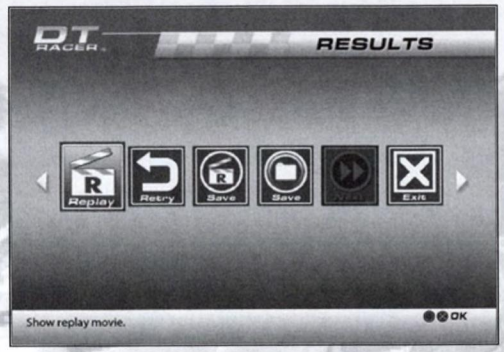
Suspension: This device lessens the impact caused by the surface to the vehicle.

* If there are a lot of curves or if the surface is wet and slippery, it is easier to control your car if you set suspension setting to high.

Select Transmission
The player must change gears in MT (Manual Transmission) mode. CPU automatically changes gear in AT (Automatic Transmission) mode.

Select Race Type
You can select from the qualifying round that determines the starting position or the racing round that determines who will move on to the grand prix race.

Course Data
You can check the course name, street information, weather, and the course background image in this menu.



Race Menu
After the race is over, the player can select whether to continue racing or not from here.

Race Menu

Replay
View the replay of the race you just completed.

Save Replay
Save replay data of current completed race.

Save
Save data of completed races.

Next
Go to next course.

Exit
Quit all races and go back to main menu.

Car Repair
After the race is over, the player can check for damages to the vehicle and repair the car. Car repair uses the player's credits, so consider your choices before making the decision.

TIME ATTACK MODE

In Arcade mode and Grand Prix mode, the player must satisfy a certain condition to advance, but in Time Attack mode, your only goal is to clear the course in the shortest time within 5 laps. In order to help achieve your goal, ghost car races with you starting from the second lap.

-The ghost car is a CPU controlled car that drives exactly like the player. So, the player can learn from his/her mistakes by watching and playing against the ghost car.

Select Course
You can select from 6 cities. Depending on the selected city, you can select from various course types.

Select Racing Car and Color
Use the DUALSHOCK®2 analog controller directional buttons or left analog stick to move the cursor and use the ○ button or ✕ button to select the racing car and color. Use □ button or △ button to cancel.

Select Transmission
The player must change gears in MT (Manual Transmission) mode. CPU automatically changes gear in AT (Automatic Transmission) mode.

Load Ghost
If you have saved ghost car data, you can load the data here.

Course Data
You can check the course name, street information, weather, and the course background image in this menu.

Race Menu
After the race is over, the player can select whether to continue racing or not from here.

Replay
View the replay of the race you just completed.

Ghost Save
Save ghost car data for the fastest race.

Next
Go to next course.

Exit
Quit all races and go back to main menu.

Free Run Mode

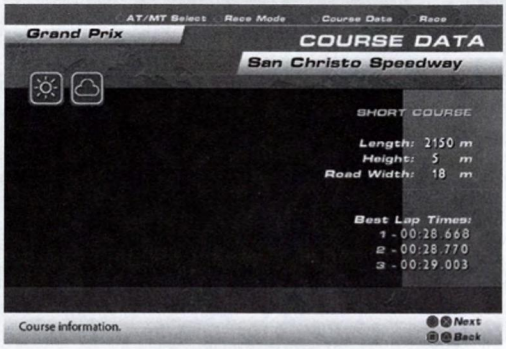
Unlike Arcade mode, the player is free to choose the course to race on. There is no set number of laps in Free Run mode.

Select Course
You can select from 6 cities. Depending on the selected city, you can select from various course types.

Select Racing Car and Color
Use the DUALSHOCK®2 analog controller directional buttons or left analog stick to move the cursor and use the ○ button or ✕ button to select the racing car and color. Use □ button or △ button to cancel.

Select Transmission
The player must change gears in MT (Manual Transmission) mode. CPU automatically changes gear in AT (Automatic Transmission) mode.

Select Mode
You can select from the number of cars you wish to race with in Free Run mode. Select the number of cars, and the select crash mode to begin the race.



Course Data
You can check the course name, street information, weather, and the course background image in this menu.

Race Menu
After the race is over, the player can select whether to continue racing or not from here.

Race Menu

Replay
View the replay of the race you just completed.

Retry
Play the current racing course again.

Save
Save data of completed races.

Next
Go to next course.

Exit
Quit all races and go back to main menu.

2 PLAYERS MODE

In 2 players mode, two players can battle together using split screen mode.

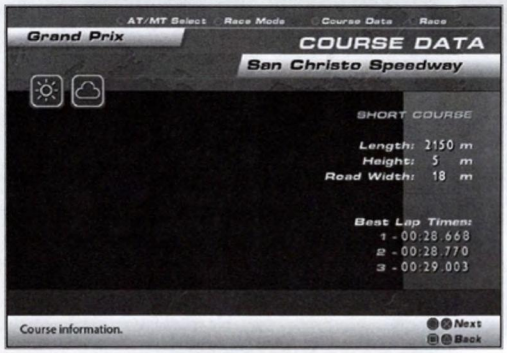
In order to play 2 players mode, you need a 2nd DUALSHOCK®2 analog controller.

Select Course
You can select from 6 cities. Depending on the selected city, you can select from various course types.

Select Racing Car and Color
Use theDUALSHOCK®2 analog controller directional buttons or left analog stick to move the cursor and use the ○ button or ✕ button to select the racing car and color. Use □ button or △ button to cancel.

Select Transmission
The player must change gears in MT (Manual Transmission) mode. CPU automatically changes gear in AT (Automatic Transmission) mode.

Select Mode
You can set preference for 2 players mode here. You can set the number of cars that will race together, crash mode, and the number of laps. You can also give handicap to 1P or 2P to reduce the skill difference.



Course Data
You can check the course name, street information, weather, and the course background image in this menu.

Race Menu
After the race is over, the player can select whether to continue racing or not from here.

Race Menu

Replay
View the replay of the race you just completed.

Retry
Play the current racing course again.

Save
Save data of completed races.

Next
Go to next course.

Exit
Quit all races and go back to main menu.

REPLAY THEATER MODE

In Replay Theater Mode, the player can watch the replay data saved on a Memory Card (8MB) (PlayStation® 2).

Select Replay Data
Select the replay data saved on a Memory card (8MB) (for PlayStation® 2)

Replay Menu
Manage the replay data saved on a Memory card (8MB) (for PlayStation®2)

Replay
View the replay of the race you just completed.

Copy
Copy the replay data to Memory card (8MB) (for PlayStation®2) to another Memory card (8MB) (for PlayStation®2).

Delete
Delete the replay data.

Exit
Quit all races and go back to main menu.

LOAD/SAVE

You can load/save the game data from/to a Memory card (8MB) (for PlayStation®2)

Load
Load the saved data.

Save
Save the current progress.

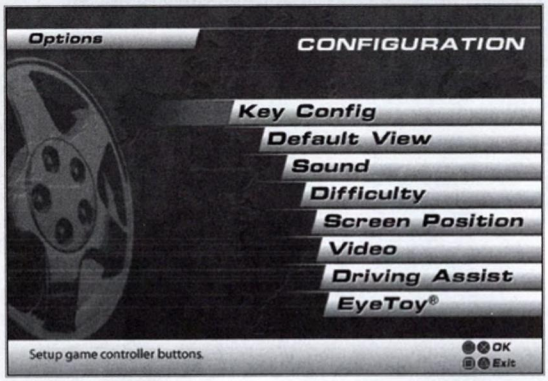
Copy
Copy the play data to Memory card (8MB) (for PlayStation®2) to another Memory card (8MB) (for PlayStation® 2).

Delete
Allows the user to delete gameplay data.

Exit
Exit this menu and go back to main menu.

OPTIONS

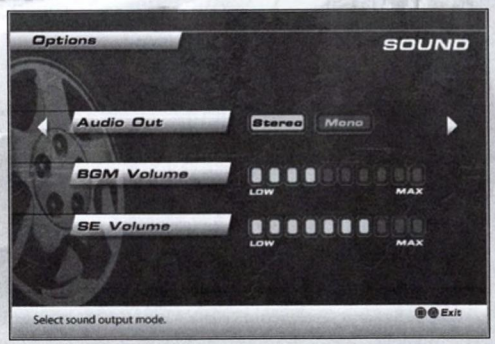
You can change various settings to optimize game play.



Key Configuration
You can change the DUALSHOCK®2 analog controller keys here. Use the directional button or left analog stick to select the item, and press a button to assign the button.

Default View
Set the default view to one of the 3 available views. The game starts using the default view, but can be changed by pressing the R2 button during the game.

Sound
Select the sound type and adjust the volume of BGM and SE.



Difficulty
Change the game's difficulty. You can adjust the A.I. racing car's difficulty level. There is easy mode for beginners, normal mode for average players, and hard mode for experts.

Screen Position
Adjust the game screen's horizontal and vertical position.

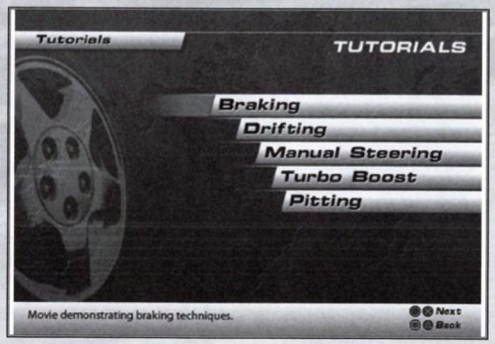
Video
Adjust the game to your TV (Normal/Wide Screen, NTSC or Progressive Scan), Game graphic's sharpness (anti-aliasing) with this option.

Driving Assist
Enable/Disable the Driving Assists to help ease the player driving.

Eye Toy™ USB Camera (for PlayStation®2)
Allows the user to change their Driver's License Picture.

TUTORIAL

The Tutorial demonstrations function to help explain the modes of game play within DT Racer. The tutorial focuses on the following aspects of : the basics of Braking, Drifting, Manual Steering, Turbo Boost, and Pitting. DT Racer is all about learning the game inside out. The tutorial will help to streamline the amount of time it takes for the Player to get into the game



Info for Logitech® Driving Force™ Pro Wheel

Menu Navigation:

Accelerator pedal - ⊗ button (confirm action)
Brake pedal - ◉ button (cancel action)
Right Directional Button - Move right
Left Directional Button - Move left
Up Directional Button - Move up
Down Directional Button - Move down
START Button - Start

Racing:

Accelerator pedal - analog acceleration
Brake pedal - analog brake
△ button - Reverse
START button - Start/Pause
L2 button - Check rear view
R2 button - Change camera view
Right Paddle - Shift Up (R1 default)
Left Paddle - Shift Down (L1 default)
Wheel - analog steering

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Testers : Jeremiah "Waterboy" Wallace
Mcconnell "BK Bear" Lamarre
Georges Bartholin

DT Racer™ Tutorial
DT Racer™ In-game Voice Announcer - Nick Michaels

Music Credits
"Electronic Malfunction" performed by DJ Ton T.B.
"Breda 8pm" performed by DJ Tiesto
"Heroes" performed by DJ Tiesto
"Just Be" performed by DJ Tiesto
"Monkey Forest" performed by DJ Tiesto
"Noise 4 Us" performed by DJ Tiesto
"No Way Out" performed by DJ Tiesto
"Revelation" performed by DJ Tiesto
"San Andreas" performed by DJ Tiesto
"Voyage" performed by DJ Tiesto

All music courtesy of Black Hole Recordings
http://www.black-hole.nl
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Direction / Main Game Design / Producing
Anakin

Developed by: Axis Entertainment Inc. http://www.axisent.com
Presented by: XS Games LLC. http://www.xsgames.biz/

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